

Surf n Sweat '12
Beach Touch Rugby: Rules and Regulations

1. TEAM FORMATION

1.1 **Team Members.** A team will consist of **five (5)** players of which only **three (3)** are allowed to be on the field of play at any point in time whilst a team is in possession of the ball, and a **maximum of two (2)** whilst a team is defending. A **minimum** of one **(1) female** player is required to be on the field of play at all times.

1.2 **Substitution.** A **rolling substitution system** will be used for Surf n Sweat Beach Touch Rugby.

1.2.1 Players may substitute with each other at any time.

1.2.2 Physical contact does not have to be made but the players must interchange from an onside position and from the same sideline they are seated.

1.2.3 Players dropping off can leave the field via either the sideline or score line.

1.2.4 In case that the female player is injured and there are no more female players left, the team will have to play with 2 guys while in possession of the ball and 2 guys when defending.

2. ATTIRE

2.1 **Safety** - A player shall not use equipment or wear anything sharp that is dangerous to himself/herself or another player, including any kind of jewelry, as determined by the referees. No watches are allowed too. The referee reserves the right to stop the game anytime to request for players to remove any dangerous items if found in possession.

2.2 **Footwear - Players shall play bare-footed.** It is strictly forbidden to wear any kind of hard footwear or equipment that may cause injury to another player. Socks and/or elastic ankle and/or foot wraps are optional.

2.3 **Uniforms** - The players' uniforms consist of shorts and shirt/singlet. Use of plastic goggles for eye protection is allowed. Bare-bodied players are discouraged. If both teams are wearing the same color, each team will send a representative to play scissors paper stone. The winner of the scissors paper stone game has the right to choose which team to put on the bibs. Winner can also decide to start the game or to choose which side to score. Players must have the singlet underneath the bibs for

hygiene purpose. Random colored jerseys in the team will be requested to put on the bibs too.

3. GENERAL PLAY

3.1 Each game in the Group Stage will be played over one full game of **8 minutes, divided into 2 halves of 4 minutes each**. The Semi-finals and Finals will be played over one full game of **12 minutes, divided into 2 halves of 6 minutes each**. For all games, there will be a **1-minute rest interval between the halves**. There **will not be any time outs given in all occasions**.

3.2 The objective of the game is to score more points than your opponent.

3.3 The winner of the game is the team with the most points.

3.4 The player in possession of the ball may run or pass the ball in an attempt to negotiate the opposition.

3.5 To retain possession, the attacking team **must not allow the ball to touch the ground** (unless after a touch to bring it back into play) – this applies even when the defending team may cause the ball to go to ground.

3.6 The ball **cannot be kicked**.

4. COMPETITION PLAY

4.1 The teams will be divided into **eight groups**. The Group Stage will be played on a single **Round Robin** League system. Top 2 teams that qualify then move on to play in the Knockout Stage.

4.2 **In all league games, point will be awarded as follows:**

| | |
|-----------------|--------------------|
| WIN | 3 POINTS |
| DRAW | 1 POINT |
| LOSE | 0 POINTS |
| Walkover | 4 – 0 score |

4.3 If two or more teams tie in their points after the group stages, the team with the **highest goal difference** will qualify. Should there still be a tie after applying this rule, then the team with the **highest number of goals scored qualifies**. Should there still be a tie after applying this rule, then the team to qualify will be decided by looking at the head-to-head results between the tied teams.

4.4 If both teams fail to turn up on time, it would be considered as a lost for both teams hence no points would be awarded to either teams.

4.5 **For the Knockout Stage, if the game concludes a draw at the end of the game, “Golden Goal” rule apply.**

4.6 The **“Golden Goal” game** will be played as follows:

4.6.1 **Commencement of “Golden Goal” Game.** The game will commence as per rule 8.1.

4.6.2 **Play of “Golden Goal” Game.** Each team will be given the same amount of chances to attack and defend. (If a team commences the game with an attacking role, the other team being a defender will be given the same chance to commence the next turn as an attacker. The completion of 2 turns (with both teams having been the attacker & defender once) is referred as 1 play).

4.6.3 **Winner of “Golden Goal” Game.** The team, which is able to score AND prevent the other team from scoring in one play, will be declared the winner by the referee. If both team are not able to score or both team score in a play, the next play will commence as per Rule 4.5 until one team is able to score and prevent the other team from scoring.

5. REPORTING AND REGISTRATION TIME

5.1 Registration for all teams will **start at the stipulated time in the confirmation email** at the Side Event Registration Counter. If the team fails to register during this period of time, they will be disqualified from the competition and there will be no refunds given.

5.2 Teams are to report to the respective Court IC, **10 minutes prior to the start of the subsequent matches. Teams are required to hang around the courts after reporting to the Court ICs. This is to ensure that teams are able to start the match on time.** Failure to report at the stipulated timing (at the match timing) will result in a walkover awarded to the opposing team. The team on the field ready to play will be considered 4-0 for that particular match.

If the team is unable to field a min of 3 players (for both attack and defence), including at least a female, when their match is supposed to commence, the team will be considered a walk over.

5.3 In case of bad weather or any circumstances on the day of the matches, the respective teams are still required to report on time (unless otherwise instructed). **The**

organization reserves the right to delay the matches according to contingency plan. The organization reserves the right to cancel the event if heavy rain persists and it's no longer safe to play. No refunds will be given. We seek your cooperation and understanding in this.

6. REFEREEING

6.1 **Referee** - The game shall be directed and officiated by a scorekeeper and a match official as the referee. The referee shall determine, before or during the game, if the conditions of the area of play and surrounding the area of play are satisfactory for **safe play**. He/she shall use a whistle to officiate the game, positioning himself/herself along the sidelines. The referee shall have full authority to enforce the Laws of the Game in connection with the match to which he/she has been appointed for. **The decisions of the referee, regarding facts connected with play, are final.** The referee who has whistled an infraction shall enter the playing area to position the ball where the infraction was committed, and to position the players accordingly to the Laws of the Game.

7. GENERAL TERMS

7.1 **Onside** – means in line with or behind a teammate who is legally able to participate in the game, usually 3m from the point the ball is brought into play.

7.2 **A Pass** – is the action of throwing or propelling the ball to a teammate who is beside (**but not forward** of the ball carrier), or behind the ball carrier.

7.3 **Penalty Point** – is the awarding of a point to a team.

7.4 **Play** – means the action of bringing the ball into play after a touch is effected or at the commencement or recommencement of the game.

7.5 **Points** – are scored when the players in possession place the ball on or over their opponent's defending score line.

7.6 **The Mark** – is the position where the attacking player is at the time a touch is effected on him/her or of greater advantage to the non-offending team at an infringement.

7.7 **Touch** – is any contact made by an opponent on any part of the body, (**shoulder and below ONLY**) or ball and can only be made by a defending player.

7.8 **Offside** – is being:

7.10.1 In front of your teammate who has possession of the ball,

7.10.2 Not retreating 3 meters after a touch,

7.10.3 Not retreating 5 meters after an infringement/foul,

7.10.4 Being inside 3 or 5 meters of your opponent when the ball is “played”.

7.10.5 Not being on or behind the half way line at the commencement or recommencement of the game (for the defenders).

7.9 **Knock downs**

Any knockdown of the touch ball by a defender results in a handover to the defending team. If a defender deliberately knocks the touch ball out of an attacker's hands, the attacking team receives a penalty tap (i.e. defending team is penalized).

7.10. **Intercepts**

If a defender intercepts the touch ball, the referee will call 'play on' if no touch is made. A player from the new defending team must then leave the field when the first touch is made. At the same time, an attacker can come onto the field of play.

8. **Rules and Regulations of the Game**

8.1 **Commencement & Re-Commencement of the Game**

8.1.1 **Choosing of Sides and Being Attacker/ Defender.** Both teams will send a representative to play scissors paper stone with the winner having the choice to either attack or defend first as well as a choice of ends.

8.1.2 **Restarting of Game After Each Score.** The game commences and/or recommences (after a point is scored) by placing the ball anywhere along the score line by the team commencing play or who were just scored against.

8.1.3 **Rules of Commencement/ Re-Commencement of Play.** Upon the referee blowing the whistle, the ball is picked up by an attacking player, who will tap the ball and pass it immediately – the player picking up the ball cannot take any steps before passing.

8.2 **Effecting a Touch - (*Touch* – is any contact on any part of the body, (**shoulder and below ONLY**) or ball and can only be made by a defending player)**

8.2.1 If a touch is effected on a player in possession, that player must return to the mark & perform a roll ball on the mark.

8.2.2 A team retains possession of the ball until **FOUR (4) touches** have been effected or an infringement causes the ball to be handed over to the opposition.

8.2.3 Play is recommenced by performing a roll ball on the mark.

8.2.4 If a touch is effected on the ball in flight, by a defending player, the attacking team must retain possession for the touch count to continue. A team is not however awarded “four more touches” because of the action by the defender. The attacking team will be awarded four touches again if the last touch that causes the ball to drop to the ground is by the defending team.

8.2.5 The defending team may move forward to effect a touch as soon as the ‘dummy-half’ from the opposition team picks up the ball. The attacking team can recommence the game after a try regardless of whether the opposition team has 2 players on the court, as long as a tap of the ball is effected.

8.3 **Rollball** - (The *rollball* is usually made by placing the ball on the ground and rolling it back **between the legs** with the hand(s). The ‘dummy-half’ is an attacking player who receives the ball from the player performing the rollball.

8.3.1 All players on the defending team must move back **3 metres** from the attacking player performing the rollball. A touch by players that are not inside will not be considered as a valid touch.

8.3.2 The ‘dummy-half’ is an attacking player receiving the ball from the player performing the rollball.

8.3.3 The ‘dummy-half’ may run with the ball.

8.3.4 If the ‘dummy-half’ is touched, it will be a change in possession of ball to the opposing team.

8.3.5 The ‘dummy-half’ **CAN NOT** score.

8.3.6 Rollball occurs when a touch is made on the opposition (within the 4 touches allowed).

8.4 **Touchdown**

8.4.1 A touchdown is awarded in 2 ways:

- a) The ball is grounded on or over the score line, with downward pressure;
- b) The player in possession of the ball crosses the score line. The ball must also cross the score line in both instances.

8.4.2 A touchdown is worth **one (1)** point.

8.4.3 After scoring a point the ball is to be left on the ground at the mark, or immediately given to the closest opposition player.

8.4.4 Failure to adhere to either of these rules may result in an immediate Penalty Point awarded against the offending team.

8.4.5 Play will recommence as per normal after a point is scored.

8.5 Tap Penalties - (The attacking team must **tap the ball with the foot** to restart play. Tap **MUST BE** carried out with the **ball on the ground.**)

8.5.1 Tap penalties are awarded in the following cases:

- a) Obstruction
- b) Forward passes
- c) Player misconduct
- d) Offside infringement by defending team
- e) When attacking team performs a rollball without a touch being effected
- f) Failing to perform a rollball at the mark where the touch was effected
- g) When an attacking player passes the ball to his/her teammate after an effective touch

8.5.2 For all penalties, the defending team must retreat **5 meters** back from the mark. If the defending team fails to retreat the 5 meters, the referee will award an **additional 5 meters advantage**. The attacking team must tap the ball with the foot to restart play.

8.5.3 Any infringement by the attacking team at the commencement or recommencement of the game is a change in possession and **the ball is taken by the non-offending team to the halfway mark of the court for the restart.**

8.5.4 Unsportsmanlike Behavior is subject to a loss of possession, dismissal from the game and/or a loss of five meters for the offending player's team. Any unsportsmanlike behavior will result in the mark for the infringement being advanced five meters towards the score line.

8.5.5 If a player is dismissed from the game they can no longer take part in that game but **may be substituted** by one of the other four team mates. The player must leave the

playing area and cannot sit with the rest of the team. Players may be dismissed for a period of time at the absolute discretion of the referee. A team mate **may substitute** for any player sent off for a period of time provided they have not been dismissed for the remainder of the game.